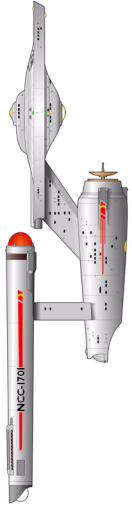
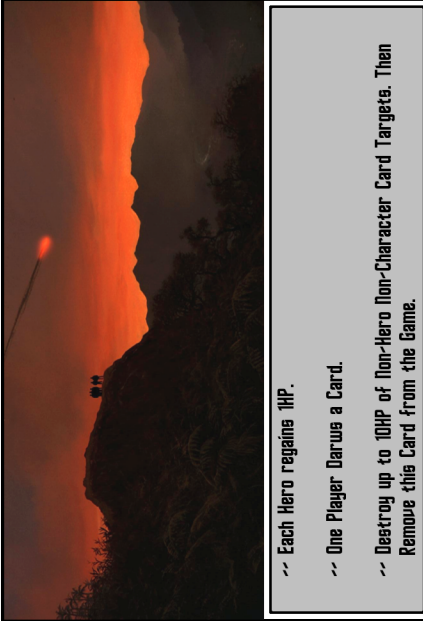


# U.S.S. Enterprise NCC-1701



FIRE!

POWER: Enterprise Deals 1 Target 1 Energy Damage.



-- Each Hero Regains 1HP.

-- One Player Deals a Card.

-- Destroy up to 10HP of Non-Hero Non-Character Card Targets. Then Remove this Card from the Game.

## JAMES T KIRK



### ONGOING, CREW

At the Start of your Turn, select a Hero. Until the Start of your next Turn, Increase Damage Dealt by that Hero by 1.

There's another way to survive: mutual trust and help.  
--Kirk



## SPOCK



### ONGOING, CREW

At the end of your Turn, Reveal and Replace the Top Card of the Villain Deck, then Reveal and Replace the Top Card of the Environment Deck.

Inefficient facts always invite danger.  
--Spock



## MONTGOMERY SCOTT



### ONGOING, CREW

At the End of your Turn, Enterprise Regains 1HP, even if another effect would prevent it.

Eight weeks, sir. But ye don't have eight weeks, so I'll do it for ye in two.  
--Scotty



**LEONARD MCCOY**



**ONGOING, CREW**

At the End of your Turn, select a different Hero. That Hero Regains 1HP, even if another effect would prevent it.

By golly, Jim, I'm beginning to think I can cure a rainy day!  
--McCoy



**HIKARU SULU**



**ONGOING, CREW**

Reduce Damage Dealt to Enterprise by 1.

I'm trying to remember how this thing worked.  
Got used to a Huey.  
--Sulu



**PAVEL A CHEKOV**



**ONGOING, CREW**

Increase Damage Dealt by Enterprise by 1.

Chekov: I think we're in a lot of trouble.  
Kirk: That's a great help, Mister Chekov. Boney?  
McCoy: I think Mister Chekov's right. We are in a lot of trouble.



**NYOTA UHURA**



**ONGOING, CREW**

At the Start of your Turn, Reveal the Top 3 Cards of your Deck. Replace them in any order.

Mr. Spock, sometimes I think if I hear that word "frequency" again, I'll cry.  
--Uhura



**KEVIN RILEY**



**ONE-SHOT. CREW**

Select a Target. Enterprise and that Target are Nemeses until that Target leaves Play.

I know that voice, that face, I know it, I saw it.  
He murdered them.  
--Riley



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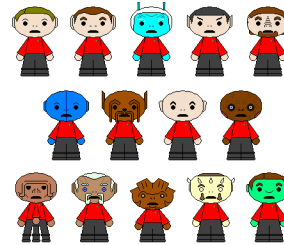
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He murdered them.  
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**RED SHIRTS**



**ONGOING**

Play in another Player's Play Area. The next time that this Hero would be Dealt Damage, Prevent that Damage and then Remove this Card from the Game.

Dedicated to Rizze, Carisole, Kaplan, Marple, Hendroff, Mallory, and the other 19 "Red Shirts" who never saw the end of their five-year mission.



**AREX**



**ONE-SHOT. CREW**

1 Player may Play a Card. If that Card Deals Damage. Increase that Damage by 1 and make it Irreducible.

Approaching parking orbit. Captain.  
--Arex



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**M'RESS**



**ONE-SHOT, CREW**

Draw 2 Cards.

You're funny -- and very attractive for a human.  
--M'Ress



**M'RESS**



**ONE-SHOT, CREW**

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You're funny -- and very attractive for a human.  
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**WINSTON KYLE**



**ONE-SHOT, CREW**

Destroy an Environment Card. Shuffle the Destroyed Card back into the Environment Deck.

Energizing...  
--Kyle



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**STARFLEET COMMAND**



**ONE-SHOT**

Reveal the Top 3 Cards of your Deck. Put any Revealed Crew Cards into your Hand. Shuffle any other Revealed Cards back into your Deck.

I realize that command does have its fascination, even under circumstances such as these, but I neither enjoy the idea of command nor am I frightened of it. It simply exists, and I will do whatever logically needs to be done. --Spock



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**PHASERS**



**ONE-SHOT**

Enterprise Deals 1 Target 2 Energy Damage.

Phasers are the most common directed energy weapon in the arsenal of Starfleet. Phasers are classified as particle weapons and fire neutron particle beams.



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**PHOTON TORPEDOES**



**ONE-SHOT**

Enterprise Deals up to 3 Targets 1 Irreducible Energy Damage.

Photon torpedoes are warp-capable tactical matter/antimatter weapons commonly deployed by Starfleet starships and starbases.



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**FULL SPREAD**



**ONE-SHOT**

Enterprise Deals 1 Target 3 Energy Damage and then Deals up to 5 Targets 1 Energy Damage each.

Arm phasers. Fire everything we've got!  
--Kirk



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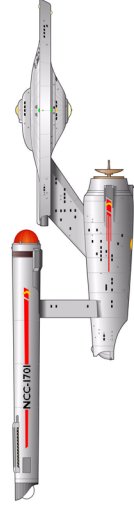
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## U.S.S. Enterprise NCC-1701



30 Variant



RED ALERT!  
POWER: Draw a Card. Play a Card.



Your complete disregard for the Prime Directive has caused an entire culture to become obsessed with your adventures and exploits, and has risen to the level of hero worship. They think you're a god. -- Admiral Bang  
Well, why wouldn't they. -- Kirk

- One Player may Draw a Card. Another Player may Play a Card.
- Reveal then Replace the top Card of each Deck. You may Discard one of the Revealed Cards.
- Reveal the top 3 Cards of the Villain Deck. Put 1 on the top of the Deck, 1 on the bottom of the Deck, and 1 in the Trash.